ABSTRACT

In a packet-based data transmission including incremental redundancy (IR) protocols, the memory consumption of the IR protocol is reduced by compressing and storing failed data units in their punctured format. The failed data units are compressed using low complexity compression/decompression algorithms. The compression algorithm includes two parts: calculating and storing a scale factor for each transmission burst that estimates the soft values in the burst, and storing each soft values' sign in local memory instead of the complete soft value. If the currently received data unit is a retransmission, its compressed versions in the punctured format stored in the IR memory are decompressed, de-punctured and combined with the currently received data unit. The combined data unit is then decoded. The decompression restores an estimated soft-value by multiplying the sign value stored in the IR memory with its corresponding scale factor obtained from a mapping table.